LOADING INSTRUCTIONS

From Tape:-

Press CTRL key and small ENTER key. (For CPC 664 and CPC 6128 first type I TAPE (I= SHIFT and @ keys)).

From Disk :-

Type ICPM (I= SHIFT and @ keys).

PLAY

DEATHSVILLE is a land where only the dead live and seek vengeance upon the living. The focal point would seem to be the master's house, where during the hours of darkness the dead arise, curse the living and take control over the weak-minded by possessing their souls and then leading them to an untimely death.

This is where Sammy Solver now finds himself and he must try to escape before he joins the living dead.

At first glance there would seem that there are no exits or escape paths for the adventurer, but by using the objects left around Deathsville, there must surely be a way out. The objects may be used to take other objects, open up new places and solve the many puzzles.

You are only at risk of joining the dead during the hours of sleep, so you must stay awake at all times. If you should cross the path of any lost ghouls, monsters or ghosts then they will tire you and bring you slowly to your grave. However, vitamin 'Z' tablets can help you regain your strength in this fight against the evil dead....

FOR JOYSTICK CONTROL –
Press the fire button to start game
Joystick left – Move Sammy left
Joystick right – Move Sammy right
Joystick button – Jump
Joystick up – Pick-up/drop object

FOR KEYBOARD CONTROLS –
Press ENTER or RETURN key to start game
'Z' key – Move Sammy left
'X' key – Move Sammy right
ENTER or RETURN key – Jump
SPACE bar – Pick-up/drop object
'P' key – Pause the game
ESC key – Quit game

OBJECTS TO BE FOUND

Flick Switch
Red Key
Flute
Water Tap
Book of Spells
Laboratory Bottle
Step
Scissors
Sign Post
Pier Plank
Burning Torch
Rope
Rope Ladder
Blue Key

Stool
Gas Mask
Coat Hanger
Brake Handle
Water Bottle
Stake
Mallet
Spade
Hacksaw
Bridge Step
The Bubble Bus
Chest
Broomstick

*Have you written a program – then contact
Bubble Bus Software – GOOD rates for good programs.*